AGB-AWFE-USA





INSTRUCTION BOOKLET

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WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching Involuntary movements Loss of awareness Disorientation

To reduce the likelihood of a seizure when playing video games:

- 1. Sit or stand as far from the screen as possible.
- 2. Play video games on the smallest available television screen.
- Do not play if you are tired or need sleep.
- 4. Play in a well-lit room.
- 5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- · Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the
 correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

VIOLENCE

For more information on this product's rating, call 1-800-771-3772 or visit http://www.esrb.org

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772, OR VISIT WWW.ESRB.ORG.

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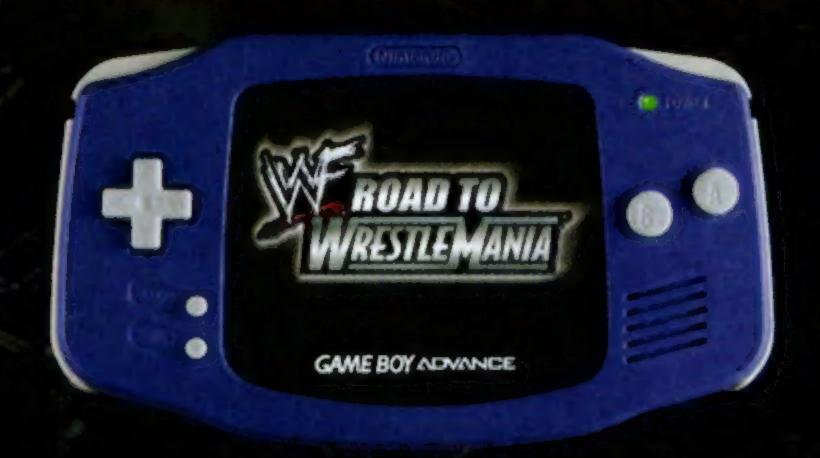
THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

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GETTING STARTED



- 1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
- 2. Insert the Game Pak of WF Road to WrestleMania® into the slot on the Game Boy Advance. To lock the Game Pak in place, press firmly.
- 3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
- 4. When the title screen appears, press START to proceed to the Main Menu.

INTRODUCTION

Listen up 'cause we're sick of repeating ourselves.

Road to WrestleMania® packs everything it can from the World Wrestling Federation® and delivers it into the palm of your hand. When it comes to taking on the

Superstars®, you better know your role and shut your mouth, 'cause these bad boys don't take smack from anybody!

CONTROLS

MENU CONTROLS

CONTROL	ACTION
Control Pad	Highlight options/Change options
A Button	Select
B Button	Return to previous menu

GAME CONTROLS

CONTROL	ACTION
Control Pad	Control Superstar
Control Pad DOWN	Climb down from turnbuckle
A Button	Grapple
A Button + Button Command	Grapple moves
B Button	Kick
	Exit and enter ring
	Climb turnbuckle
L Button	Release grapple
	Pin
L Button + Control Pad	Tag partner
L Button	Change camera angle
R Button	Run
START	Pause the game

Facing Opponent, Grapple Moves

(A Button to grapple + Button Command)

CONTROL	ACTION
A Button	Minimum damage move
Control Pad UP + A Button	Medium damage move
Control Pad LEFT or RIGHT + A Button	Maximum damage move
Control Pad DOWN + A Button	Maximum damage move
B Button	Minimum damage attack
Control Pad UP + B Button	Minimum damage attack
Control Pad LEFT or RIGHT + B Button	Minimum damage attack
Control Pad DOWN + B Button	Minimum damage attack
L Button	Release grapple
	Release pin
	Release submission hold
R Button	Headlock
R Button + Control Pad UP	Change to grapple behind opponent

Behind Opponent, Grapple Moves

(A Button to grapple + button command)

CONTROL	ACTION
A Button	Maximum damage move
Control Pad + A Button	Maximum damage move
B Button	Medium damage attack
Control Pad + B Button	Medium damage attack

RUNNING MOVES

CONTROL	ACTION
R Button	Run
A Button (while running)	Grapple move
A Button (opponent running)	Counter move
B Button (while running)	Attack

Mat Attacks, Opponent on Back

CONTROL	ACTION
A Button (near head)	Force opponent to his feet
A Button (near feet)	Flip opponent over
B Button	Hit/submission hold
L Button	Pin

Mat Attacks, Opponent on Stomach

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CONTROL	ACTION
A Button (near head)	Flip opponent over
A Button (near feet)	Force opponent to his feet
B Button (near head)	Attack
B Button (near feet)	Submission hold

Finishing Moves

(when Special Meter is full)

CONTROL	ACTION
A Button + B Button (while in grapple)	Signature move

Hardcore Match Moves

CONTROL	ACTION
L Button (outside ring, near apron)	Get weapon
L Button (outside ring, near apron)	Change weapons
B Button (with weapon)	Weapon attack
L Button (with weapon)	Drop weapon

Cage Match Moves

CONTROL	ACTION
B Button + Control Pad	Climb cage
Control Pad UP/DOWN (while climbing)	Climb up or down
A Button (while on cage)	Elbow from cage
B Button (while on cage)	Elbow from cage
A Button + Control Pad (opponent on cage)	Shake cage

PLAYING A GAME



To jump into a quick match, select SINGLE PLAY from the Main Menu, then EXHIBITION. The selection screens are the same in all of the game modes.

Match Setup Screen

Customize the game options from the Match Setup Screen. You can choose a match type, an arena to compete in and can change the rules.

Match

To choose a match type, select MATCH with the Control Pad, then press the A Button. You can choose from the following:

- Single Match This is a one-on-one match against another.
 ✓ Superstar™!
- Tag Match Two Tag Teams square off against each other in a Tag Team Match.
- Triple-Threat-Match Three opponents enter the squared circle in a free-for-all brawl!
- Handicap Match One ₩ Superstar[™] tries to defeat two opponents in a Handicap Match.
- Cage Match The only way to win is to climb out of the cage before your opponent

Order

The Royal Rumble® mode lets you determine a specific order of Superstars to enter the ring. Choose SELECT to enter the order yourself, or RANDOM to have a random order of appearances. There will be four Superstars in the ring at a time.

Number

Some of the game modes require you to choose the amount of Superstars that will compete for the belt. Use the Control Pad UP/DOWN to select a number, then press the A Button to confirm.

Arena

Now choose between six World Wrestling Federation® arenas to compete in: Raw Is WarTM, SmackDown!TM, King of the RingTM, SummerSlamTM, Royal Rumble®, or WrestleMania®.

Rules

Depending on the match type, you can change the following rules for your match. Not all the rules are available for every match type.

- Time Limit Toggle between a 5, 10, 15, 30 or 60 minute match or select NO LIMIT.
- Count Out This determines how long you can stay out of the ring. Choose a 20 count, 10 count, HARDCORE count or NO OUT. You can remain out of the ring for as long as you want with a Hardcore count. You will not be able to leave the ring with NO OUT selected.
- Pin Choose YES to allow a victory by pin, or NO to disallow a pinning victory.
- Submission You can win by submission when YES is selected. Choose NO to disallow a victory by submission.
- Rope Break Choose YES to be able to cancel a submission hold by touching the ropes. Select NO for the ref to look the other way.

Decision

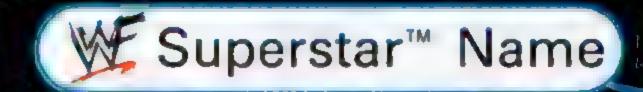
After making all the necessary adjustments, choose DECISION to select the Superstars.



Select Player

Determine which players will be controlled by you (1P) or the computer (CPU). Use the Control Pad LEFT/RIGHT to toggle between 1P and CPU, then press the A Button to confirm. Continue this process until all of the players have been selected, then press the A Button to confirm.





Adrenaline Meter



Select Superstar

Use the Control Pad LEFT/RIGHT to select a Superstar™. A picture and name will appear for each Superstar, along with an Adrenaline Meter. The Adrenaline Meter shows how much energy each Superstar will have during a match. If a Superstar's Adrenaline Meter spikes in the middle of the meter, he will be more powerful in the middle of the match.

After selecting a Superstar, the word "RESERVED" will appear over his portrait, showing that he has already been selected. Choose a different Superstar to compete against.



The Match-Up

A screen will appear showing the upcoming match-up. Press the A Button to head to the ring!

Entrances

The first Superstar's TitanTronTM video will play. He will then walk down the ramp to the ring. Each Superstar's entrance will play until everyone is in the ring, ready for the match. Press the A Button to bypass the entrances.

Adrenaline Meter

Special Meter

Time Remaining



The Game Screen

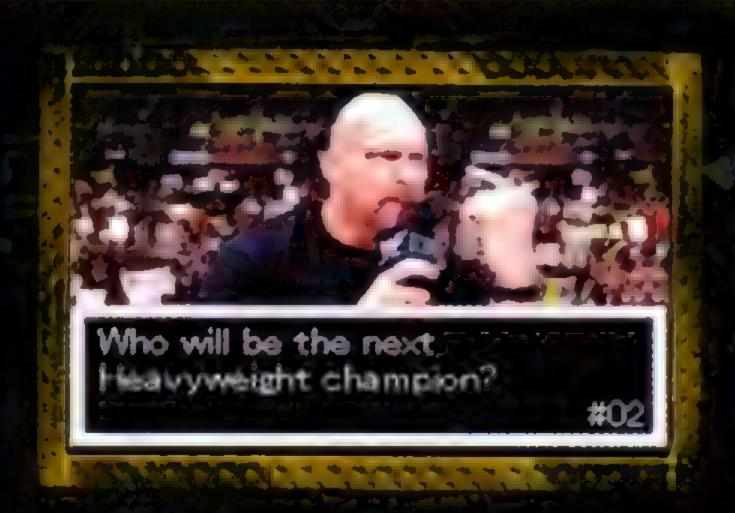
Be sure to watch the top of the screen for important information during your match. The momentum could shift at any time because of each Superstar's adrenaline!

- Adrenaline Meter When the meter is full, you're running on pure energy!
 Perform strong moves to weaken your opponent.
- Special Meter When the Adrenaline Meter has reached the top of the spike, you will be able to perform a signature move! You only have a short time to do this, so be quick!
- Time Remaining In a timed match, keep an eye on the clock!

Pausing the Game

Press START to pause the game at any time. You can choose to either QUIT or CONTINUE the match from the Pause Menu.

SINGLE PLAY



Season

Compete for the Heavyweight title in a full-blown season. Beginning in April, take on all-comers and make your way to *WrestleMania®* to compete for the title!

New Game

Use the Control Pad LEFT/RIGHT to select a Superstar. Each Superstar's stats and Finishing Moves are shown to the right of his photo. When done, press the A Button to begin the season – the Road to *WrestleMania®!*

After completing a match, the results will appear. Press the A Button to advance to the next match.

In order to receive a password, you need to complete one full month of matches. At the end of April, you will be given a password. Write it down on a piece of paper before you turn the game off so you can return to the same game at a later time.

Password

After completing four matches spanning one full month in the Season mode, you will receive a password. Use this password to return to the action at a later time!

Use the Control Pad to highlight a character, then press the A Button. Press the B Button to delete a character. When your password is complete, highlight ENTER and press the A Button. If correct, you will return to your game. If incorrect, you will have to try again. Select QUIT to return to the Season Menu.

Gauntlet

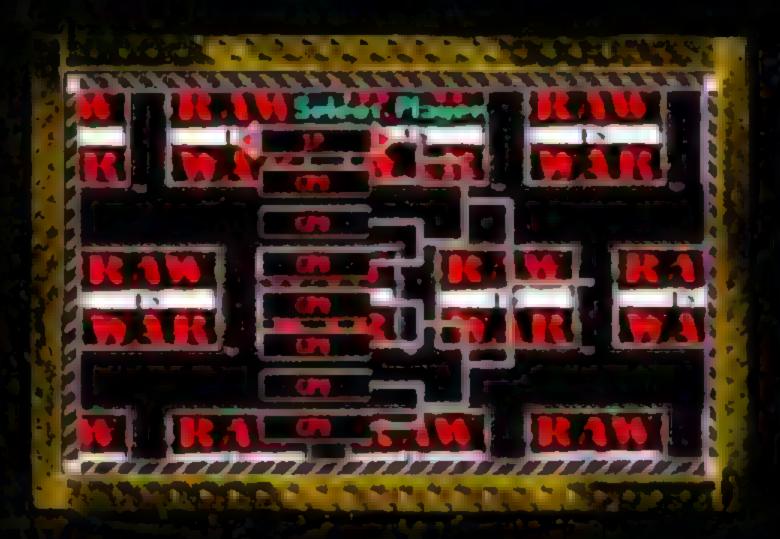
Based on one of the greatest spectacles ever created, the Gauntlet mode mirrors the Royal Rumble® with one main difference — you face 24 opponents in a row, one at a time! That's right — as you eliminate each opponent, another Superstar will replace him until you've defeated all 24 Superstars.

Exhibition

A simple one-match brawl, choose Exhibition for a quick game.

King of the Ring IM

Unique to the World Wrestling Federation®, the King of the Ring™ is a bracket style tournament pitting the best ₩ Superstars™ against each other. The Superstar that wins the final match wins the title!



Select Player

After setting the rules, select DECISION to view the Select Player screen. Use the Control Pad UP/DOWN to highlight a slot, then press LEFT/RIGHT to toggle between 1P and CPU. This way you can decide how many Superstars are controlled by players or by the computer. Press the A Button to confirm.



Superstar Select

Now choose a Superstar using the Control Pad LEFT/RIGHT. Press the A Button to confirm. Continue the process until the entire bracket has been filled, then press the A Button to begin the tournament!

Fonman Match

The object of the Ironman Match is to pin your opponent as many times as you can in the time limit. Gain more pins than your opponent does before the time runs out for the victory.

Royal Rumble®

An all-out brawl, the *Royal Rumble®* consists of up to 24 Superstars competing for one title. With four Superstars in the ring, throw one over the ropes to disqualify him. When an opponent is disqualified, the next Superstar will enter the action. The last man standing wins the title!

If you've been eliminated, you can control the camera to watch the rest of the match. Press the L Button or R Button to center the camera on a different Superstar.



Pay-Per-View

Create your own pay-per-view event with up to eight different matches! From a Triple-Threat-Match to an all-out Cage Match, you build the card match by match, Superstar by Superstar!

First, choose where your pay-per-view event will take place then decide how many matches will be on the card. After selecting DECISION, you will view the Make Match screen.



Now highlight the first match and press the A Button. Set the match type, rules and Superstars to compete against each other. Use the Control Pad UP/DOWN to highlight an option and the A Button to select it.

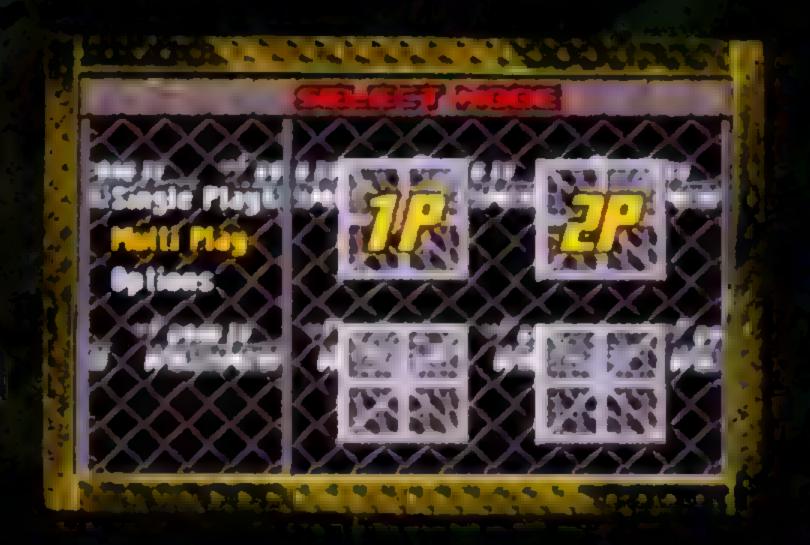
When done, select DECISION at the bottom of the screen. You will return to the Make Match screen. Now create the second match like you did the first one and continue until all the matches have been created. When the card is complete, select DECISION to begin your customized pay-per-view event!

MULTI PLAY

In order to play against up to three other players, you will each need a Game Boy® Advance system and a copy of WE Road to WrestleMania®. Also, one Game Link® Cable is needed to connect two systems, two Game Link® Cables are needed to connect three players, and three Game Link® Cables are required for a four-player brawl.

Multi Play Setup

Connect each Game Boy® Advance system using the Game Link® Cables, then each player must select MULTI PLAY from the Main Menu. The number of players connected will appear, up to a total of four players (1P, 2P, 3P, 4P). If you're the first player, wait until all players are connected then press the A Button to continue.



Now choose a game mode to compete in. Set up the match or pay-per-view event like you would in the single player game.

Note: Player One will be in control and will be the only player able to change the options before the match.

Select Player

When viewing the Select Player screen, be sure to change each player to 1P, 2P, 3P or 4P so everyone can play. If CPU is selected, the computer will control that player's Superstar for the match.

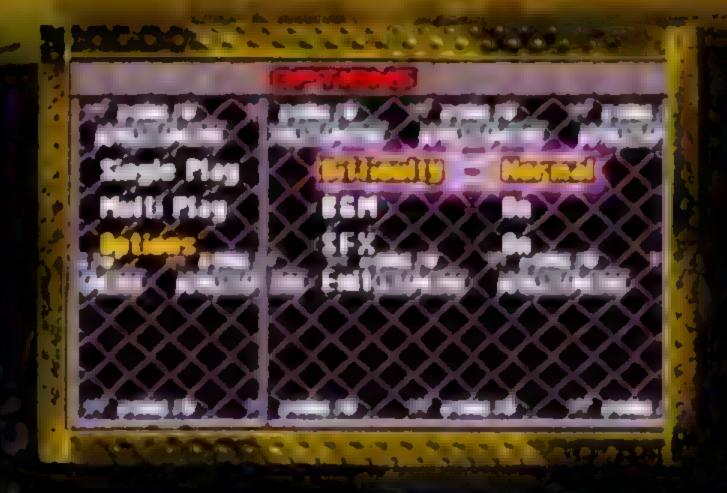
Select Superstar

After the first player selects his or her Superstar, the second player can choose a Superstar. Continue until all the connected players have made a selection.

After a Match

When a match is over, the results will appear showing who won and who lost. Press the A Button to return to the Main Menu.

OPTIONS



Customize the game by adjusting the options. Press the B Button or select EXIT to return to the Main Menu.

Difficulty

Use the Control Pad LEFT/RIGHT to toggle the difficulty setting between EASY, NORMAL and HARD.

BGM

Press LEFT/RIGHT on the Control Pad to turn the Background Music ON or OFF.

SFX

Use the Control Pad to turn the Sound Effects ON or OFF.

TIPS

TIPS

- 1. Attack with the B Button early in the match. This will help to wear down your opponent, and will allow you to gain adrenaline more quickly.
- 2. Running attacks are the quickest way to knock your opponent to the mat!
- 3. Watch the Adrenaline Meter! When your adrenaline is up and your opponent's is down, you can perform more powerful moves.
- 4. To perform a grapple move, first grapple your opponent by pressing the A Button. Next, press the Control Pad in any direction and press the A Button again.
- 5. To perform a Special Move, wait until your Adrenaline Meter is full, then grapple your opponent by pressing the A Button. Once in the grapple, press the A Button and B Button at the same time to perform your Superstar's finishing move!
- 6. To counter a pin or grapple, press the buttons as fast as you can.
- 7. To counter a running attack, press the A Button.
- 8. Try not to run into the turnbuckle. You will land just as hard as if your opponent threw you there!
- 9. When on top of the turnbuckle, make sure your opponent is within range.

 If you jump off and miss your attack, you will take some damage.

SAVING A GAME

Road to WrestleMania® uses a password system to save your progress in the Season mode. You cannot create your own password – you must earn it!

Get a Password

Complete an entire month of matches in the Season mode to gain your first password. Write it down in the exact order before turning the system off or you will be unable to return to the game. At the end of every four matches (one month), you will receive a new password.

Load a Password

To return to your game, select PASSWORD from the Season Menu screen. Use the Control Pad to highlight a letter, then press the A Button to confirm. Press the B Button at any time to delete the previous letter.

When done, select ENTER at the bottom of the screen. If correct, you will return to the Season mode. If incorrect, you will have to try again.



REAL SOUNDS ARENA

State of the Art Features:



Recognizes 10 W SUPERSTARS!



REAL MUSIC AND SLAMMIN' BODY-TO-MAT SOUND EFFECTS!



Ref COUNTS when you're DOWN and recognizes when you KICK DUT!



JIM ROSST COMMENTATES YOUR MATCHES - ACTUAL VOICE RECORDINGS!



Nothing Comes Closer to the Live Events





LIMITED WARRANTY

Warranty and Service Information

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THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

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THQ Inc.

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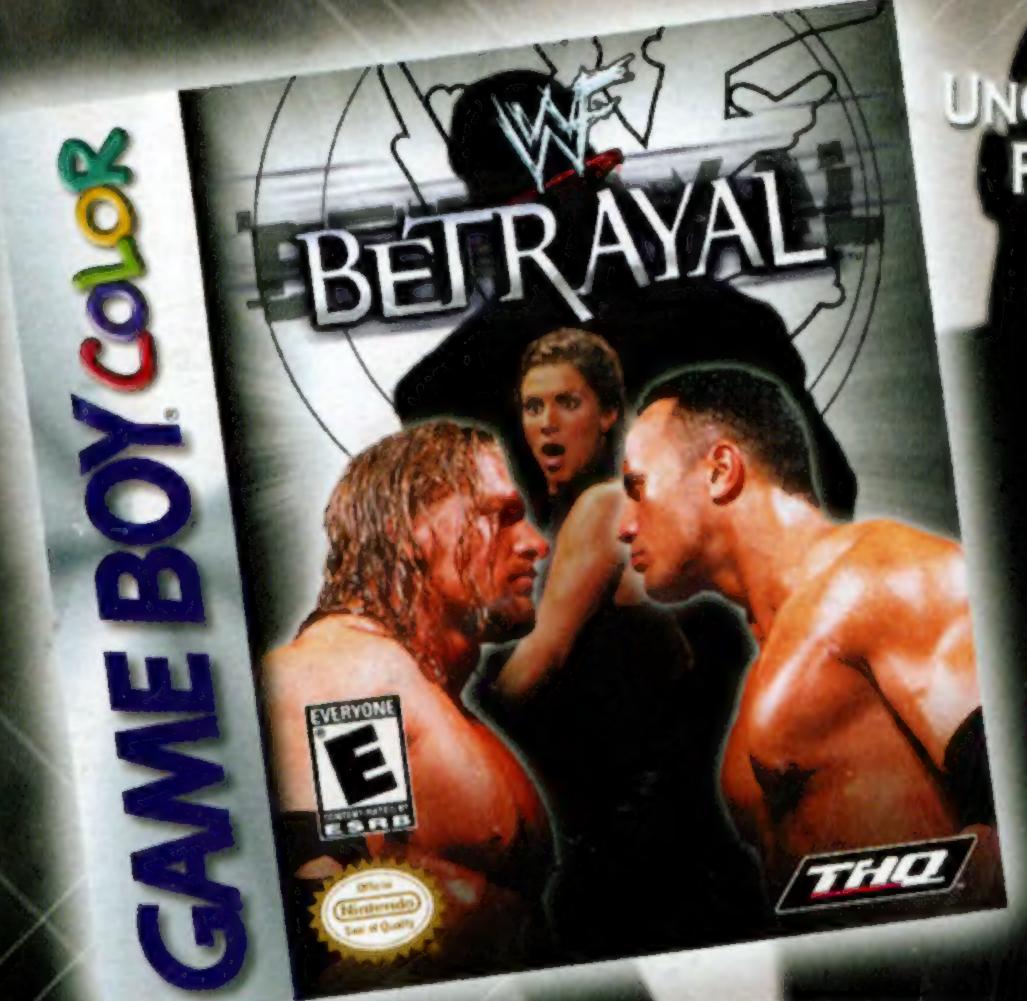
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World Wrestling Federation



www.thq.com

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Violence

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